Microzine®

A Computer Learning Library on a Disk™

Featuring:

Malice in Wonderland
A math-magical adventure

Animation Lab
Create your own animated movies

Calendar!
A timely utility

Estimator
A math feature

TEACHER EDITION

Apple® II Plus, *II*e, or IIc, 48K; disk drive; data disk
Optional: printer

Scholastic
The Most Trusted Name in Learning®

FUN SKILLS SERIES

Ages 9 and

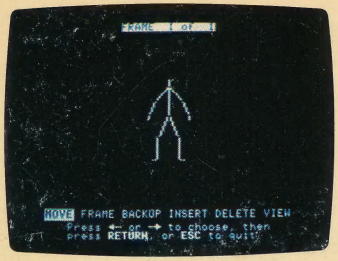
Microzine®

19

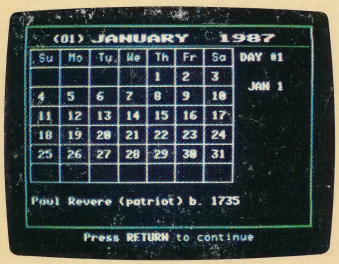
Scholastic

Scholastic

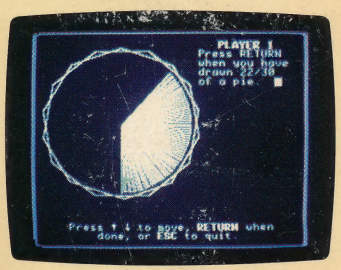
Malice in Wonderland



Animation Lab



Calendar!



Estimator

Microzine® *A Computer Learning Library on a Disk*™

On this disk:

Malice in Wonderland

The citizens of Wonderland have been imprisoned by the Queen of Hearts and her Royal Hench-cards. Can you free them? You'll have to face the Joker and his terribly tricky math puzzles. All of the decisions are yours in this fantasy adventure.

Animation Lab

Create your own animated movies with this easy-to-use feature. Choose a human, an animal, or a robot to star in your movie, then move them by positioning their limbs and joints for each frame. View your animation as a continuous movie, or in time-lapse mode. You can edit and save your movies.

Calendar!

Will your birthday fall on a week-end in the year 2000? Who was born on July 4? This utility will tell you! Look at the *Microzine* calendar for daily historical memos. Then create your own calendar and save your own daily, monthly or yearly memos. You can print out your calendars, too.

Estimator

How many floors are in the *Microzine* Building? How many slices are in the pie? Use your best estimating skills to find the answer. You can test your own skills or play against your friends.

Learning Opportunities: Reading for detail and comprehension, math, art and design, sequencing, creative writing, computer literacy.

Contents: 1 two-sided disk, 1 back-up disk, 1 handbook, 1 teacher's guide, 1 questionnaire, 1 newsletter.

Designed and developed by Information Technology Design Associates, Inc.

Art Director: Sandi Young Cover Art: Greg Couch

Copyright © 1986 by Scholastic Inc.

Graphics created with Penguin Software's Graphics Magician. Character graphics created with Apex Text, © 1983, Tim Cimbura.

Scholastic Guarantee

This computer program has been thoroughly tested by ***Scholastic*** among teachers and children and is designed to challenge, stimulate, and entertain your child. It reflects Scholastic's more than 65 years of experience in developing young minds.

TEACHER EDITION
ISBN: 0-590-96654-5

Scholastic Inc.
2931 East McCarty St.
P.O. Box 7502
Jefferson City, MO 65102

Microzine®
No. 19
Scholastic
The Most Trusted Name in Learning®
Apple® 48K
SIDE ONE. TURN OVER FOR SIDE TWO.
SIDE 1 Letter from the Editor
Malice In Wonderland
SIDE 2 Computer Stuff
Animation Lab
Calendar!
Estimator
What's Next
Copyright ©1987 by Scholastic, Inc. All rights reserved. DOS 3.3 copyright 1980–81 Apple Computer, Inc. Manufactured in U.S.A. ISBN: 0-590-96661-8

Microzine®
No. 19
Scholastic
The Most Trusted Name in Learning®
Apple® 48K
SIDE ONE. TURN OVER FOR SIDE TWO.
SIDE 1 Letter from the Editor
Malice In Wonderland
SIDE 2 Computer Stuff Animation Lab
Calendar! Estimator What's Next
Copyright ©1987 by Scholastic, Inc. All rights reserved. DOS 3.3 copyright 1980–81 Apple Computer, Inc. Manufactured in U.S.A. ISBN: 0-590-96661-8

Microzine®

A Computer Learning Library on a Disk™

Teaching Guide

Scholastic

The Most Trusted Name in Learning®

MICROZINE SCOPE AND SEQUENCE CHART

CURRICULUM AREAS/SKILLS	Malice in Wonderland	Animation Lab	Calendar!	Estimator
Reading	●		●	
Writing			●	
Math	●	●		●
Science				
Social Studies			●	
Fine Arts		●		
Maps/Graphs/Charts			●	
COMPUTER LITERACY				
Computer Applications				
Utilities		●	●	
Simulations				
Branching Stories	●			
Games	●	●	●	●
Why People Use Computers				
Data Storage/Retrieval		●	●	
Computation/Estimation				●
Text Editing			●	
Programming				
Entertainment	●	●	●	●

Scholastic Copyright © 1987 by Scholastic Inc. All rights reserved. Printed in the U.S.A.
ISBN: 0-590-96656-1
12 11 10 9 8 7 6 5 4 3 2 1 9 6 7 8 9/8 0/1

MALICE IN WONDERLAND

A Twistaplot™

VOCABULARY PREVIEW: malice, inspiration, eerie, imposter, avalanche, looking glass, dungeon, passport, abandoned, tunic, dreaded, liberate, fanfare, pouts, bellows, outwit

School Activities

LITERATURE: Read aloud some of Alice's adventures in Lewis Carroll's *Alice's Adventures in Wonderland*, such as the tea party and the croquet match. Choose excerpts that include characters who star in the Twistaplot: the White Rabbit, the Mad Hatter, the Cheshire Cat, and the Queen of Hearts. Ask students if they think the characters in the Twistaplot resemble the ones in the book.

NOTE-TAKING: Encourage students to write down information as they work through the Twistaplot. Important things to remember are: the list of cellmates in the dungeon, and clues given by the Wonderland characters.

MATH: Matches with the Royal Cardsmen provide an opportunity to discuss probability. At the lowest rank number, a student has only one chance in five of winning the match (by choosing the "lucky" Jack of Diamonds). With each increase in rank, the student's chances get better. A rank of four can beat a number two, a rank of six can beat numbers two and four, and so on. Have the class keep track of how often each rank wins a match.

Home Activities

Students who enjoy the Twistaplot might like to read *Through the Looking Glass* as well as *Alice's Adventures in Wonderland*. The structure of the latter book is based on a game of chess, with Alice finally capturing the Red Queen. Students who know how to play chess can follow each move in the book on a chessboard. Those students who enjoy word problems can try the puzzles or "knots" in Lewis Carroll's "A Tangled Tale."

CALENDAR!

VOCABULARY PREVIEW: memo, unique

School Activities

CLASSROOM MANAGEMENT: Elect a class secretary whose job is to create a calendar for the remainder of the school year. Include memos for students' birthdays, school plays, sports events, holidays, and vacations. Elect a new secretary each month to update the calendar with due dates for homework assignments and tests, and special occasions such as class visitors or field trips.

SOCIAL STUDIES: Give your students practice making time lines by using dates from the *Microzine* calendar. Have students draw time lines spanning one hundred years, for example, from 1850 to 1950. Since the calendar includes birthdays and historical events of different years, students will need to figure out the correct order of events and where to place each one on the time line.

WRITING: Have students use a calendar to plan the sequence of events in a story set in the future.

GEOGRAPHY: Mark the national holidays of countries you are studying on an "international" calendar. Use it as a reminder to celebrate each holiday during the year.

Home Activities

Have each student create a calendar with yearly memos for holidays, and the birthdays of family members and friends. Monthly memos can be used for events such as lessons and allowance days. Daily memos can note dates to remember, such as when library books are due, and special days coming up—the last day of school, a birthday party, or a visit from a friend.

Students can use "Calendar!" as a short diary by describing each day's activities in a daily memo.

ANIMATION LAB

VOCABULARY PREVIEW: animation, edit, time-lapse, distortion, frame

School Activities

ART : Before computers, cartoonists had to draw every single frame by hand. Some students might like to learn more about how computers are used to make animated movies.

Have the class think about the kinds of movement they can express with "Animation Lab." Suggest ideas such as using a human character to demonstrate a dance step, jumping jacks, or climbing stairs. Students can use the time-lapse mode to show a flower wilting, or a frog jumping. They can even play a form of charades by making a character portray an object, feeling, or action for others to guess.

Once students have settled on an idea and a character, the planning can begin. They can start by making sketches or storyboards for many of the frames, and number them in order. They should analyze the movement they are trying to create and note where they can insert frames. If students want to have a story to go along with the movie, they should write it at this point. Next, the group's "programmers" can create the frames, and "tweeners" can insert missing ones. Finally, the group should view the film and cut or add frames where necessary. When all groups have finished products, hold an "Academy Awards" ceremony, with the entire class voting on Best Idea, Best Animation, and Best Special Effects.

Home Activities

Students can make their own videos by setting an animation to their favorite music. This will require a lot of time, and trial and errors, since animations are created in a slower mode than they appear in the final mode. Students may have to try different animation speeds to find one that works best with the music.

ESTIMATOR

VOCABULARY PREVIEW: estimate

School Activities

MATH : Before students try the "Pie Puzzle," teach or review the process of reducing fractions. Explain that it is easier to estimate the size of a reduced fraction.

Chances are that even a reduced fraction won't always be easy to estimate. Help students develop strategies for estimating a difficult fraction. One strategy would be to move the slicer to the nearest even fraction, then work forward or backward. For example, if you are trying to estimate where to cut one-ninth of the pie, you could move to one-fourth, which is easy to estimate with the eye, then to half of that, or one-eighth of the entire pie. Since you know that one-ninth is slightly smaller than one-eighth, you would then move back a small amount and make your guess.

For younger students, draw a pie on paper with lines that divide it in half, quarters, eighths, and sixteenths. Color in one segment of each size in a different color, and label it. Students can use this paper pie as a guide.

Students can also work with fractions in the *Microzine* Building Test. Making the number of feet to climb a fraction of the entire building size is a good strategy for solving the problem. For example, if the building is 100 feet tall, and you need to climb 50 feet, then you know you have to climb 50/100, or one-half the height of the building. Another useful strategy is to round off the number of feet so that you can reduce the fraction as much as possible.

Practice estimating distances by marking a line on the floor. Ask students to mark where they think the halfway point is. Then have them find the halfway point of the first half, or one-fourth of the original line. Keep reducing the distance by one-half until students are able to estimate one-sixteenth of the line.

Calendar! Activity Page

ELECTRONIC HIDE & SEEK

Try this electronic version of hide & seek. Make your own calendar, and type in the clues below as daily memos. Then tell your friends to go to the first date (April 1, 1987) and read the daily memo. Then let your friends see if they can find the rest of the memos by following the clues! Think of other hide & seek games to challenge your friends.

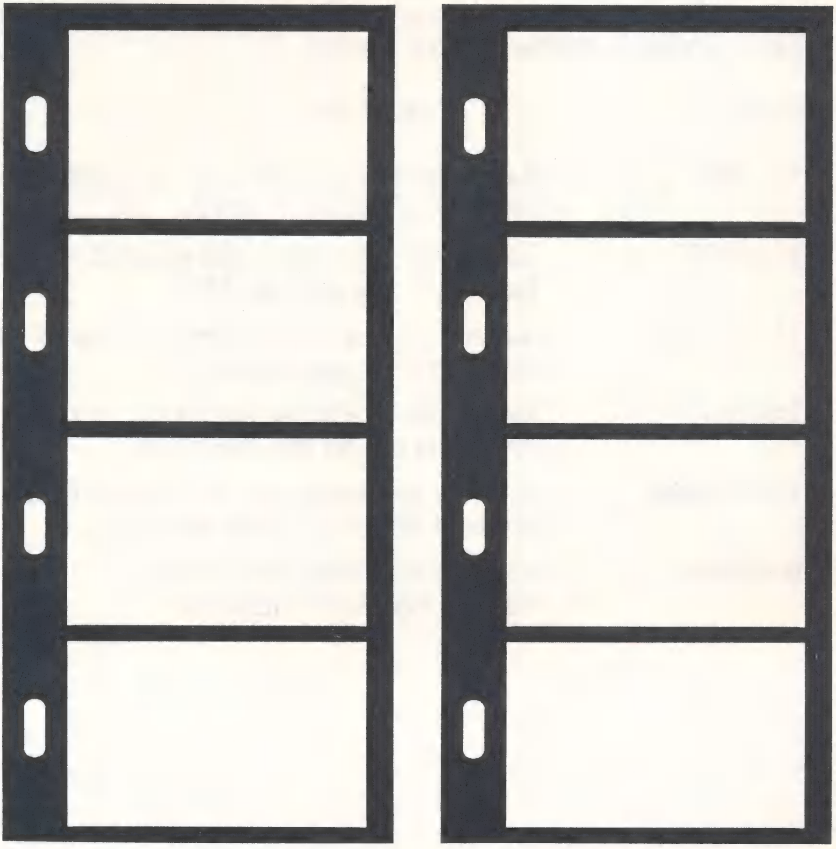
DATE:	YOU TYPE IN THIS DAILY MEMO:
4/1/1987	Welcome to Electronic Hide & Seek! Go to Lincoln's birthday, in 2000.
2/12/2000	Good work! Now go to the second Tuesday in November, 1902.
11/11/1902	Not bad. . .now find the unusual day of the month in February, 1988.
2/29/1988	Terrific! Molly Pitcher would have been 200 years old on this next date.
10/13/1954	What do calendars eat? Find out on the National Anthem's 100th birthday.
9/13/1914	What do calendars eat? Answer: Dates....You win! THE END

This activity page may be reproduced for use in the classroom. Copyright ©1987 by Scholastic Inc.

Animation Lab Activity Page

ANIMATION PLANNER

Make photocopies of the movie frames below. Use them to plan your animations frame by frame!



This activity page may be reproduced for use in the classroom. Copyright ©1987 by Scholastic Inc.

0-590-96656-1

Microzine®

Scholastic
The Most Trusted Name in Learning®

Software Design and Development	Information Technology Design Associates, Inc. Northfield, MN 55057
President	Dan Klassen
***Microzine* Coordinator**	Kevin Dybdal
Software Designers and Programmers	Al Borchers, Tom Hansen, Anthony Hertzel, David G. Olmon
Computer Illustrators	Davideo, Malcolm Kirton, Sandi Young
Publisher	Scholastic Software 730 Broadway New York, NY 10003
President	Richard Khaleel
Director of Technology	Walter Koetke
Director of Editorial Development	Philip Miller
Senior Project Editor	Amy E. McKinley
Associate Editor	David A. Bowman
Contributing Editor	Mark H. Malamud
Art Director	Sandi Young

Scholastic New York Toronto London Auckland Sydney

Notice: This work is fully covered by the Copyright Law of the U.S. (Title 17 of the U.S. Code) and the Universal Copyright Convention. Unauthorized copying is strictly prohibited.
Copyright ® 1987 by Scholastic Inc. All rights reserved. Printed in U.S.A. Published by Scholastic Inc. Graphics routines from Penguin Software's Graphics Magician were written by Mark Pelczarski, David Lubar, and Chris Jochumson. Character Graphics created with Apex Text, © 1983, Tim Cimbura.

ISBN: 0-590-96657-X

12 11 10 9 8 7 6 5 4 3 2 1 1 7 8 0/9 0/1 20

CONTENTS

GETTING STARTED 4
Equipment You Need 4
How to Load *Microzine* 4
Using the Table of Contents 4

FEATURES

Malice in Wonderland: A Twistaplot™ 5
The Queen of Hearts and her Royal Hench-cards have imprisoned the citizens of Wonderland. Can you save them? You'll have to face the Joker and his Terribly Tricky Puzzles. If you fail. . .

Animation Lab: A tool to make animations 7
Create your own animated movies with this utility. Choose humans, robots, flowers or animals to star in your animations.

Calendar!: A utility 17
What day of the week will your birthday fall on in the year 2000? Use this feature to find out! You can write and save memos for each day of the year, and print out your calendars, too.

Estimator: A math feature 25
How many floors are in the *Microzine* Building? How many slices are in the pie? Use your best estimating skills to find the answer. Test yourself, or play with up to three friends.

Computer Stuff 30
Disk drives, data disks, and printers.

GETTING STARTED

Read this handbook for clear instructions on how to use each *Microzine* feature.

Equipment You Need

1. TV or monitor
2. 48K Apple ® II Plus, //e, or IIc
3. Disk drive

Apple ® is a registered trademark of Apple Computer, Inc.

How to Load *Microzine*

1. Open the disk drive door.
2. Hold the disk with the label end facing you.
3. Insert the disk slowly with the label facing up.
4. Close the drive door.
5. Turn on the computer and monitor (or TV).

NOTE: Never remove or insert a disk while the disk drive's red light is on.

If *Microzine* does not appear on the screen:

- Turn the computer off. Turn it back on and try again.
- Make sure the disk drive door is closed.
- Have someone who knows how to hook up the drive check to see if it's hooked up correctly.

Using the Table of Contents

The Table of Contents is a list of programs, or features, in *Microzine*. Use this list to select the feature you want.

Use the arrow keys to highlight each feature. When the feature you want is highlighted, press **RETURN**. (If the feature you select is on the other side of the disk, you will be told to turn the disk over and press **RETURN**.)

MALICE IN WONDERLAND

A Twistaplot™

"I am the Mad Hatter. Follow these instructions to play 'Calendar.' No, I mean 'Malice in Wonderland.' First, unplug your monitor and put the March Hare in its place. . .Oops! No, I mean leave your monitor plugged in. As a matter of fact—turn your monitor upside-down. No! No! I mean, turn the March Hare upside-down. Wait! Someone from the *Microzine* staff had better tell you what to do. . . At any rate, hurry and read these instructions! You must come to Wonderland and free us from the Queen of Hearts!"

What You'll Find

You will free Wonderland from the wicked Queen of Hearts by solving the Joker's tricky puzzles and defeating the Queen's Cardsmen.

Moving Through Wonderland

Use the following keys to move through Wonderland:

I to move up
J to move left
K to move right
M to move down

Four Houses

Wonderland is divided into four Houses—Hearts, Clubs, Diamonds and Spades.

To free Wonderland, you must free each of the four Houses. To free a House, you must correctly answer one of the Joker's puzzles.

Your Passport

When you arrive in Wonderland you will be issued a passport.

Use the arrow keys to choose which of the four houses you want to join—Hearts, Clubs, Diamonds, or Spades.

Use your passport to keep track of the Houses you must free. A symbol representing each House of Wonderland will appear behind "jail bars" at the bottom of the passport. When you free a house, the jail bars will disappear.

Your passport will also keep track of your rank. When you start the game, your rank will be the "2" of whichever house you belong to. For example, if you chose "Hearts," your rank would be the "two of Hearts." For each House that you free, your rank will be raised by two points.

The Queen's Cardsmen

When you face the Queen's Cardsmen, five of the Cardsmen will shuffle and then lie face down on the screen. Use the I, J, K, or M keys to chose a card, and then press **RETURN**.

The Cardsman you choose will reveal his rank. If your rank is higher than the Cardsman's, you win the match. If your rank is lower than the Cardsman's, you lose, and your rank is lowered by two points. The higher your rank, the better your chance of beating the Cardsmen.

ANIMATION LAB

What You'll Find

With "Animation Lab" you can create and edit your own animations.

Data Disk

To use "Animation Lab," you will need a data disk initialized by the "Computer Stuff" feature in *Microzine*. Now is the time to initialize a data disk. (See page 31.)

"ANIMATION LAB" MAIN MENU

"Animation Lab" has three functions, or things you may do. They are Make an Animation, View an Animation, and Introduction.

Use the arrow keys to choose a function, and then press **RETURN**.

Make an Animation

Choose this function to begin a new animation, edit an animation saved on a data disk, or set the display options for an animation.

Begin a New Animation

Choose this option to create a new animation. An animation can have up to 50 frames, or pictures. You decide which character to use in your animation, and how the character will look in each frame.

When you press ESC from this option, two new options will be added to the MAKE AN ANIMATION menu. They are Edit the Current Animation and Save the Current Animation.

If you choose to Begin a New Animation, or Edit a Saved Animation without saving your current animation first, the program will ask "Do you want to save your animation? (Y/N)". Type Y for yes or N for no, and then press **RETURN**.

Choose a Character

Use the arrow keys to choose a character to star in your animation, and then press **RETURN**. There are nine characters from which to choose: Large Human, Medium Human, Small Human, Robot, Horse, Dog, Frog, Octopus, and Flower.

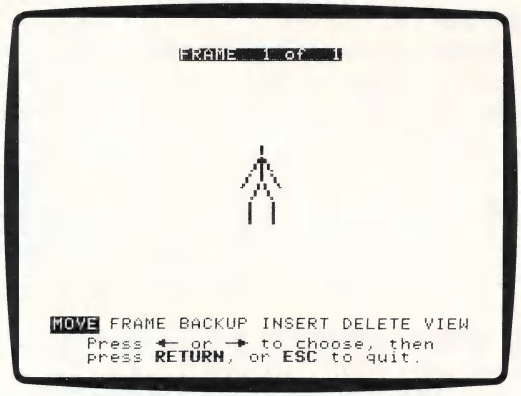
When you choose a character, the Create/Edit Screen will appear.

The Create/Edit Screen

The Create/Edit screen is divided into two parts: the animation area, which shows your animation one frame at a time, and an options line with the different options you may use to make your animation.

Your character will appear as a stick figure in the animation area. Above the character is a label that shows the number of the frame you're working on and the total number of frames in the animation.

Below the character, you will see six options. They are Move, Frame, Backup, Insert, Delete, and View.



Use the arrow keys to choose an option, and then press **RETURN**.

Move
Choose this option to move your character.

There are two ways to move your character: you can bend the character at its joints, or you can move the whole character to a new place on the screen.

To bend a joint:

- Press the **I**, **J**, **K**, and **M** keys to move the cursor to the joint you want. Press **G** to move the cursor to the character's central joint.
- Press the **E**, **S**, **D**, and **X** keys to move the joint up, down, left or right. (You can bend any joint except a character's central joint.)

To move the character to a new place on the screen:

- Press the **G** key to move the cursor to the character's central joint—for example, a human character's waist.
- Press the **E**, **S**, **D**, and **X** keys to move the whole character up, down, left or right on the screen.

You can move any or all of a character's joints in each frame.

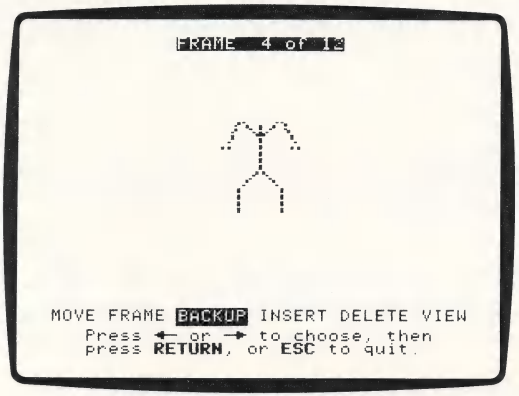
When the character is in the position you want, press **ESC**. You will return to the Create/Edit screen, and the character will appear in the new position.

Frame
Choose this option to move to the next frame of your animation.

The number of the frame on the screen will change, and you can create the next picture in your animation.

The number of the current frame (the frame you are working on) and the total number of frames in your animation are displayed at the top of the Create/Edit screen.

For example, if you are working on the fourth frame of a 12-frame animation, the label "FRAME 4 of 12" will appear at the top of the screen.



Backup
Choose this option to backup, or go back, to the previous frame of your animation.

The picture on the screen will change to the one you created for the previous frame. You can "backup" as many frames as you want, until you reach the first frame of your animation.

Insert
Choose this option if you want to insert, or add, a frame between the frame that is currently on the screen and the previous frame.

For example, if you wanted to insert a frame between frame 2 and 3, you would choose FRAME and press **RETURN** until you reached FRAME 3 of your animation.

Choose INSERT. Now choose MOVE and change the position of your character. When you press ESC, the new frame will be inserted between frames 2 and 3. The "old" frame 3 is now frame 4.

"Betweening"

"Animation Lab" can help you create animations by "betweening" the positions of your character, or putting new positions in between positions that you have already created.

For example, if you position your Small Human character so that its left arm is held down at its side, and then position it so that its left arm is held above its head, "Animation Lab" can "between" those positions so that the left arm is held between the first and second positions.

Position One

Position Two

"Betweened" Position

To "between" a position between two frames, move to the second frame and choose INSERT. "Animation Lab" will automatically position your character halfway between its position in the first frame and its position in the second frame.

For example, if you had a two-frame animation like this:

Frame 1 of 1

Frame 2 of 2

Move to FRAME 2 and then choose INSERT. Your character's position will be "betweened", and your animation will now look like this:

Frame 1 Frame 2 Frame 3

Delete

Choose this option to delete, or erase, the frame that is on the screen.

The frame will be deleted and the previous frame will appear.

View

Choose this option to view all of the frames in your animation. Press **RETURN** to start or stop the animation as you view it.

Edit a Saved Animation

Choose this option to edit an animation that is saved on a data disk.

Use the arrow keys to choose the animation you want to edit, and then press **RETURN**. The first frame of the animation will appear on the Create/Edit screen.

Edit the animation the same way you did in "Begin a New Animation." (See page 7.)

Set Options

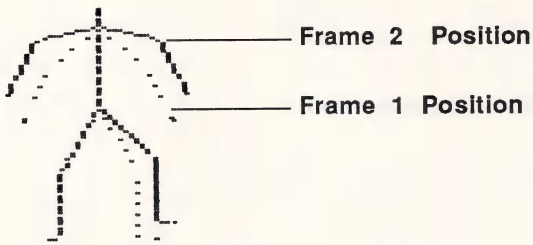
Choose this option to set up the way your animation will appear on the screen. There are five options: Display Previous Frame, Do Not Display Previous Frame, View in Animation Mode, View in Time-Lapse Mode, and Correct Monitor Distortion.

Use the arrow keys to choose an option, and then press **RETURN**. When you choose an option, an asterisk (*) will appear next to it.

Display Previous Frame

Choose this option to display, or show, a dotted-line figure of the position of your character in the previous frame, along with the stick-figure of your character.

For example, if you were working on FRAME 2, a dotted-line figure of your character's position in FRAME 1 would also appear on the screen.



Do Not Display Previous Frame

Choose this option to not display, or not show, a dotted-line figure of your character's position in the previous frame.

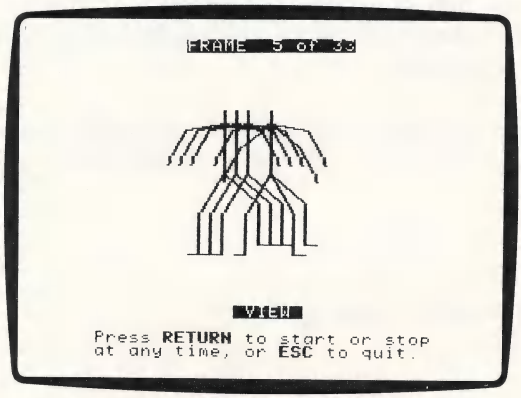
Only the stick-figure of your character for the current frame will appear.

View in Animation Mode

Choose this option to see only one frame of your animation at a time while viewing the animation.

View in Time-Lapse Mode

Choose this option to have each frame of your animation remain on the screen as you view the entire animation. All of the positions of the character will be visible when the animation ends.



Correct Monitor Distortion

Choose this option to correct, or adjust, the picture on your monitor.

A circle will appear on the screen. Press the arrow keys to make the circle look as round as possible. When the circle is as round as you can make it, press **RETURN**.

Edit the Current Animation

Choose this option to make changes to the current animation (the animation that you are working on).

The Create/Edit screen and the first frame of the animation will appear. Edit the animation the same way you did when creating your animation.

Save the Current Animation

Choose this option to save your animation on an initialized data disk.

The program will ask you to type in the name of the animation. Each animation can have a name up to fourteen characters long.

If you try to save an animation with the same name as an animation already saved on disk, the program will ask if you want to replace the old animation with the new one. Type Y for yes or N for no.

View an Animation

Choose this function to view an animation that has been saved on a data disk. Before you view an animation, you must choose the animation, character type, character color, and background color.

Choose an Animation

Use the arrow keys to choose the animation you want to view, and then press **RETURN**.

Choose Character Type

The character in your animation may be shown in two ways: as a stick figure, or as a solid figure.

Stick Human

Solid Human

Use the arrow keys to choose the type of character, and then press **RETURN**.

Choose Character Color

The character in your animation may be shown in one of six colors: green, purple, orange, blue, white, or black.

Use the arrow keys to choose the color, and then press **RETURN**.

Choose Background Color

The background color of your animation depends on the color you chose for the character. If the character is green, purple, orange or blue, the background must be black or white. If the character is black or white, the background can be any one of the five remaining colors.

Use the arrow keys to choose the color, and then press **RETURN**.

Once you've made your choices, you may view the animation.

Press **RETURN** to start or stop the animation.

Press a number key from 1-9 to change the speed of the animation. The number 1 will show the animation at its slowest speed. The number 9 will show the animation at its fastest speed.

Introduction

Choose this function to read and watch a fun introduction to "Animation Lab."

CALENDAR!

Do you want to find out what day of the week you were born, or what event happened today in history, or write yourself a memo for December 8, 2001? With "Calendar!" the past, present, and future are yours as you turn your computer into an electronic calendar.

What You'll Find

With "Calendar!" you will make and use a 200-year-long calendar. You can read memos about famous historical events. You can also make your own personal calendars, and print the calendars out.

Data Disk

To use "Calendar!", you will need a data disk initialized by the "Computer Stuff" feature in *Microzine*. Now is the time to initialize a data disk. (See page 31.)

Printer

To print a calendar, you will need a printer that is compatible with the Apple II Plus, *IIe* or IIc.

"CALENDAR!" MAIN MENU

"Calendar!" has four functions or things you may do. They are Look at the *Microzine* Calendar, Make or Edit Your Own Calendar, Print a Calendar, and Instructions.

Look at the *Microzine* Calendar

Choose this function to look at the *Microzine* calendar. This calendar goes from January 1901, to December 2099.

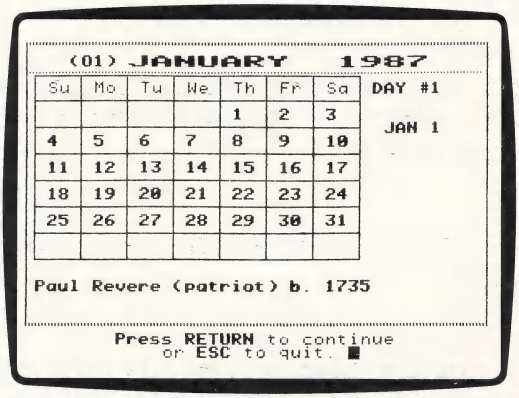
The month of January 1987, will appear on the screen. Use the following commands to look at the *Microzine* calendar:

- ← or → to page: Press the ← (Left Arrow) key to page back a month. Press the → (Right Arrow) key to page forward a month.
- S to skip: Type S to skip forward or backward to any month in the calendar.

The words "MONTH" and "YEAR" will appear at the top of the screen. Type the number of the month to which you want to skip, and then press **RETURN**. (For example, January is 1, February is 2, and so on.) Then type the year to which you want to skip, and then press **RETURN**. The calendar for the month and year you chose will appear on the screen.

- M for memo: Type M to read memos about historical events. Move the cursor to the day for which you want to read a memo, and then press **RETURN**.

The historical memo for that day will appear.


(01) JANUARY 1987
Su Mo Tu We Th Fr Sa
1 2 3
4 5 6 7 8 9 10
11 12 13 14 15 16 17
18 19 20 21 22 23 24
25 26 27 28 29 30 31
DAY #1
JAN 1
Paul Revere (patriot) b. 1735
Press RETURN to continue
or ESC to quit.

When you have finished reading the memo, press **RETURN**. You may choose to read a memo for another day. When you are done reading memos for that month, press **ESC**.

- ESC to quit: Press **ESC** to go to the MAIN MENU.

The program will ask, "Do you wish to quit here? (Y/N)."

Type Y for yes or N for no.

Moving the Cursor

Use the following keys to move the cursor:

Apple II Plus		Apple *IIe*/IIc	
I	to move up	↑	to move up
J	to move left	←	to move left
K	to move right	→	to move right
M	to move down	↓	to move down

Make or Edit Your Own Calendar

Choose this function to make or edit your own calendar. Your calendar may go from January 1901, to December 2099.

The program will tell you to insert an initialized data disk in the drive, then press **RETURN**.

NOTE: You can only have one calendar per data disk.

If you are making a new calendar, insert a blank initialized data disk in the drive.

If you are editing or looking at a calendar already saved on a data disk, insert that calendar's data disk into the drive.

Your own calendar will work the same as the *Microzine* calendar except you can add, read, and delete four kinds of memos.

Memos

Your own calendar can have four types of memos under each date: Daily, Monthly, Yearly, and Holiday.

Daily memos appear on only one specific day of one specific year. For example, a daily memo could appear on September 6, 1986. Use daily memos to keep track of appointments or to record daily events.

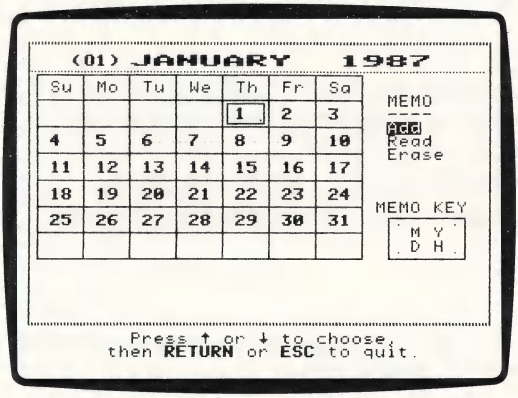
Monthly memos appear on the same date each month in every year. For example, a monthly memo could appear on the 15th of every month, from 1901 to 2099. Use monthly memos to keep track of monthly events, such as when your Computer Club dues are due.

Yearly memos appear on the same date each year. For example, a yearly memo could appear on October 28 every year from 1901 to 2099. Use yearly memos to keep track of events that happen once a year, such as birthdays.

Seven Holiday memos will automatically appear on your calendar every year. They are: New Year's Day, Valentine's Day, St. Patrick's Day, Independence Day, Halloween, Thanksgiving, and Christmas.

M for Memo

Type M to use the Memo options. A Memo menu will appear in the upper-right corner of the screen.



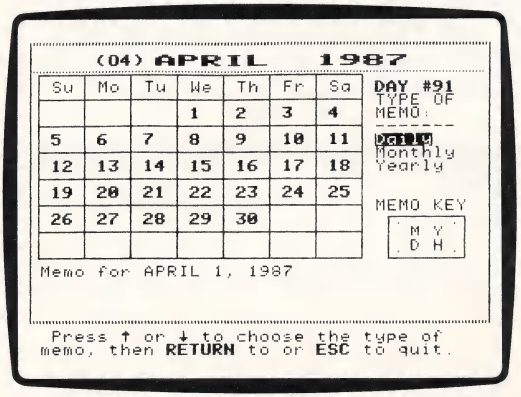
Use the arrow keys to choose a Memo, then press **RETURN**.

Add a Memo

Choose this option to add memos to your calendar.

Move the cursor to the day to which you want to add a memo, and then press **RETURN**.

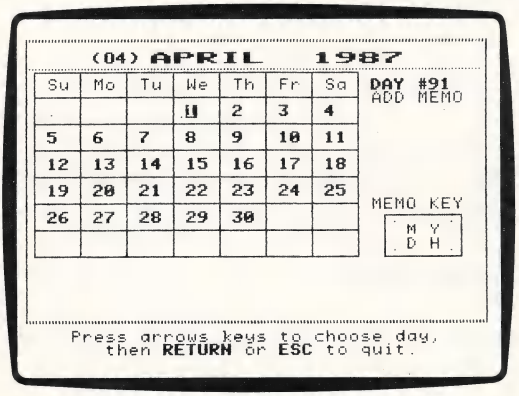
The words Daily, Monthly, and Yearly will appear in the upper-right corner of the screen. (See "Memos," page 19.)


(04) APRIL 1987
Su Mo Tu We Th Fr Sa
1 2 3 4
5 6 7 8 9 10 11
12 13 14 15 16 17 18
19 20 21 22 23 24 25
26 27 28 29 30
DAY #91
TYPE OF MEMO:
Daily
Monthly
Yearly
MEMO KEY
M Y
D H
Memo for APRIL 1, 1987
Press ↑ or ↓ to choose the type of memo, then RETURN to or ESC to quit.

Use the arrow keys to choose the type of memo you want, and then press **RETURN**.

A blinking cursor will appear at the bottom of the screen. Type in your memo, and then press **RETURN**.

A dot will appear in one of the corners on that day's "box" on the calendar. The dot represents the type of memo you wrote. (See "Memo Key," page 23.)


(04) APRIL 1987
Su Mo Tu We Th Fr Sa
1 2 3 4
5 6 7 8 9 10 11
12 13 14 15 16 17 18
19 20 21 22 23 24 25
26 27 28 29 30
DAY #91
ADD MEMO
MEMO KEY
M Y
D H
Press arrows keys to choose day, then RETURN or ESC to quit.

You may have one Daily, Monthly, and Yearly memo for each day. If you add a Daily, Monthly or Yearly memo to a day that already has that same type of memo, the new memo will replace the old memo. For example, if you have a Daily memo for July 2, then add another Daily memo to July 2, the new Daily memo will replace the old Daily memo.

You may now add a memo to another day, or press **ESC** to return to the Memo menu.

Read a Memo

Choose this option to read memos that have been saved in your calendar.

Any day that has a memo saved under it will have a dot in one of the four corners of its "box" on the calendar. (See "Memo Key," page 23.)

Move the cursor to a day that has a memo, and then press **RETURN**.

Any memos for that day will be displayed in the following order: Holiday, Daily, Monthly, and Yearly.

You may then choose another day's memos to read, or press **ESC** to return to the Memo menu.

Erase a Memo

Choose this option to erase memos in the calendar.

Move the cursor to the day whose memo you want to erase, and then press **RETURN**. The memos for that day will be displayed in the following order: Daily, Monthly, and Yearly.

Press **RETURN** to keep the memo.

Type E to erase the memo. The computer will ask if you are sure you want to erase the memo. Type Y for yes or N for no.

If you type Y for yes, the memo will be erased, and the memo "dot" for that date on the calendar will disappear. (See "Memo Key," below.)

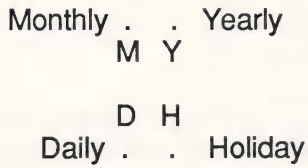
If you type N for no, the memo will not be erased.

When you have finished erasing memos for one day, you may choose another day's memos to erase, or press **ESC** to return to the Memo menu.

NOTE: You can't erase Holiday memos. If you erase a monthly memo, it will be erased from every month in the calendar. If you erase a yearly memo, it will be erased from every year in the calendar.

Memo Key

The Memo Key appears in the lower right-hand corner of the screen. Look at the Memo Key to tell what kind of memo has been saved under a day on the calendar.

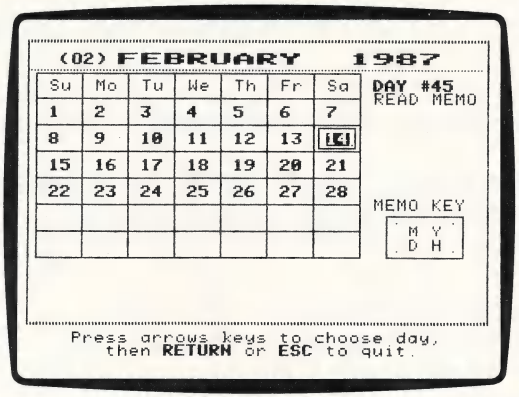


For example, if there is a dot in the upper-left corner of January 23, by looking at the Memo Key you will know that a Monthly memo has been saved under that day.

"Day" Number

After you choose a Memo option, the "Day" number will appear at the top of the screen. The "Day" number is the number of days a particular date is from January 1 of that year. The "Day" number will change depending on which day the cursor is on.

For example, if the cursor is on February 14, the "Day" number will be "DAY #45," because February 14th is the 45th day of the year.


(02) FEBRUARY 1987
Su Mo Tu We Th Fr Sa
1 2 3 4 5 6 7
8 9 10 11 12 13 14
15 16 17 18 19 20 21
22 23 24 25 26 27 28
DAY #45
READ MEMO
MEMO KEY
M Y
D H
Press arrows keys to choose day,
then RETURN or ESC to quit.

Print a Calendar

Choose this function to print a calendar.

The computer will ask you to type in the beginning and end dates of the calendar(s) you wish to print.

Type these dates the same way you do when you use the Skip option. (See "S to Skip," page 17.)

For example, if you want to print a two-year calendar from January 1988, to December 1989, you would first type 1 (the number for January), and 1988 for the beginning date, and then type 12 (the number for December), and 1989 for the end date. The computer would then print a two-year calendar from January 1988, to December 1989.

The computer will then ask, "Is your printer turned on and your paper aligned? (Y/N)." Type Y for yes or N for no. Press **ESC** to stop printing your calendar.

NOTE: The program will not print the Microzine *calendar's memos, or your own calendar's memos, or memo "dots."*

Instructions

Choose this function to learn more about "Calendar!"

ESTIMATOR

The night of the party is almost here, but you're still not sure how many guests you will have. When you go to the grocery store for last-minute shopping, you have to make a decision: How much Puffee POP!-Corn should you buy? You must become an "estimator," and estimate how much food to buy for your guests.

We make estimations like this every day. This program will help you develop your skills at estimating heights and fractions.

What You'll Find

"Estimator" has two fun estimating games you can play by yourself or with friends.

"ESTIMATOR" MAIN MENU

"Estimator" has three functions, or things you may do. They are *Microzine* Building Test, Pie Puzzle, and Instructions.

"*Microzine* Building Test"

Choose this function to play "*Microzine* Building Test." The computer will ask if you need instructions. Type Y for yes or N for no.

The computer will then ask you how many players will take the "*Microzine* Building Test."

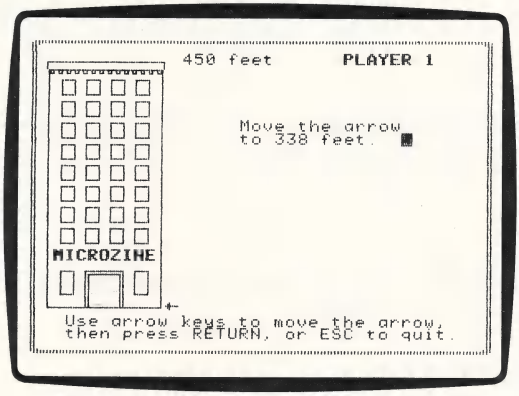
Use the arrow keys to choose the number of players. Up to four players may play.

The *Microzine* Building will appear on the screen. The computer will ask a player to choose a height for the building. The number must be between 100 feet and 999 feet.

NOTE: If you are playing with friends, you should take turns choosing a height for the building at the beginning of each round.

The computer will ask Player 1 to move the arrow to a certain number of feet.

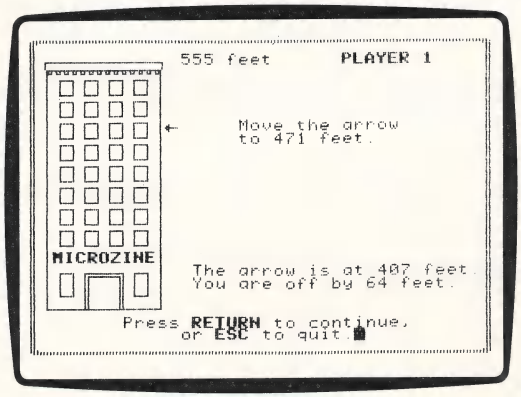
For example, if the building is 450 feet tall, the computer might ask Player 1 to move the arrow to 338 feet.



Use the arrow keys to move the arrow up or down to where you estimate the height is located. Then press **RETURN**.

The computer will tell you the height you've moved the arrow to, and will tell you by how many feet you are off (if any).

For example, Player 1 might have to move the arrow to 471 feet. After Player 1 moves the arrow, the computer might show that the arrow is really at 407 feet and that Player 1 is off by 64 feet.



If you are playing alone, the computer will ask if you want to play again. Type Y for yes or N for no.

If you are playing with friends, the computer will ask the next player to move the arrow to a certain height on the building. When all of the players finish their estimations, the computer will display the results. The player, or players whose estimation is the closest will win the round.

The computer will ask if you want to play again.

Type Y to play another round. The computer will ask a player to choose a new height for the building.

Type N if you are finished playing "*Microzine* Building Test." The computer will add up how many rounds each player has won. The player who wins the most rounds wins the game. A game may have as many rounds as you want.

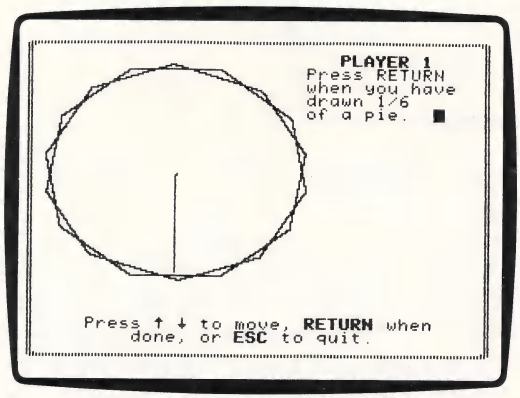
Pie Puzzle

Choose this function to play the "Pie Puzzle." The computer will ask if you need instructions. Type Y for yes, or N for no.

The computer will then ask how many players will try the "Pie Puzzle." Use the arrow keys to choose the number of players.

A pie will appear on the screen. The computer will ask Player 1 to shade in a portion of the pie.

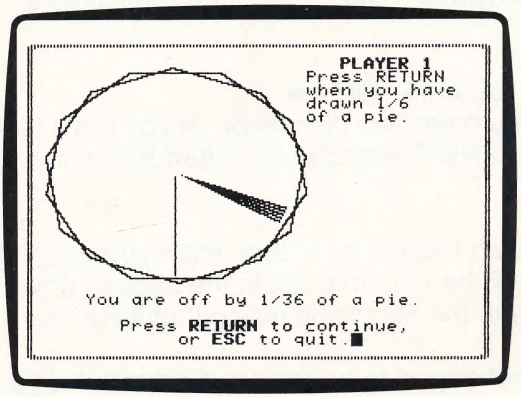
For example, the computer might ask Player 1 to shade in 1/6 of the pie.



Use the arrow keys to shade in what your estimation is for that portion of the pie. Then press **RETURN**.

The computer will tell you how much of the pie you've shaded, and will tell you by how much you are off (if any).

For example, Player 1 might have to shade in 1/6 of a pie. After Player 1 moves the arrow, the computer might show that Player 1 is off by 1/36 of a pie.



If you are playing alone, the computer will ask if you want to play again. Type Y for yes or N for no.

If you are playing with friends, the computer will ask the next player to shade in part of the pie. When all of the players finish their estimations, the computer will display the results. The player or players whose estimations were the closest win the round.

The computer will ask if you want to play again.

Type Y to play another round.

Type N if you are finished playing "Pie Puzzle." The computer will add up how many rounds each player has won. The player who wins the most rounds wins the game. A game may have as many rounds as you want.

Instructions

Choose this function to learn how to play "*Microzine* Building Test" and "Pie Puzzle."

COMPUTER STUFF

"Computer Stuff" has two functions, or things you may do. They are Change Disk Drive/Printer Setup, and Initialize a Data Disk.

Changing Number of Disk Drives

Microzine assumes you have one disk drive. If you have two, choose Change Disk Drive/Printer Setup. Then follow the instructions given.

The advantage of having two drives is that when you need to use a data disk, you will be able to put it in the second drive. You will not have to take the *Microzine* disk out of its drive.

If *Microzine* has been changed to assume two drives and you have only one, choose Change disk drive/printer setup and change back to one drive. You don't have to change the number of drives each time you use *Microzine*—it remembers.

Changing Printer Setup

Microzine assumes that you do not have a printer. If you have a printer, *Microzine* assumes it is connected to Slot 1.

If you have a printer, choose Change disk drive/printer setup. Then follow the instructions.

If you do not know what slot number your printer is connected to, ask somebody who does know, or just press **RETURN**. The computer will then assume the answer is Slot 1.

You don't have to change the printer setup each time you use *Microzine*—it remembers.

Initializing a Data Disk

A data disk is a blank disk (or one that you don't mind erasing) that has been initialized by *Microzine*.

Initializing a disk gets it ready to save your data for *Microzine*. The computer sets up a filing system by dividing the disk into sections, called tracks and sectors. Each brand of computer uses its own filing system. For instance, a disk initialized by your Apple can only be used on Apple computers.

To initialize the disk, choose the second function on the MAIN MENU. The computer will tell you that you need a blank disk, or one you don't mind erasing. Press **RETURN** and the computer will tell you to put the disk in the drive. If you're set up for one drive, take the *Microzine* disk out of the drive and put in your disk. If you're set up for two drives, just put your disk in the second drive and then press **RETURN**.

The computer will tell you that the disk will be erased. It asks, "Do you want to go ahead? (Y/N)." Type Y if you do and then press **RETURN**. Type N and press **RETURN** if you don't want to go ahead.

The computer will tell you when the disk has been initialized. Press **RETURN**, then put *Microzine* back in the drive. Press **RETURN** again and you will be sent back to the menu. Press **ESC** to get back to the *Microzine* Table of Contents. You now have a data disk. Use it for "Calendar!", "Animation Lab," or any *Microzine* feature that requires a data disk.

0-590-96657-X